

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior listings of claims in the application:

1. (Currently Amended) A remote monitoring or refereeing system for one or more dart amusement machines comprising:

~~an amusement~~ one or more dart machines, each of the one or more dart machines comprising:

play components and means to capture multimedia information ~~related to the conduct of play and data on the~~ relating to conduct of play and performance of players using the one or more amusement dart machines;

at least one camera to capture the conduct of play; and

means for transmitting the multimedia and captured conduct of play information ~~and the data captured from the machines to a network~~, and

at least one refereeing center ~~for compiling the multimedia to receive multimedia and captured conduct of play information and the data, to wherein the refereeing center is located in the network and~~ enables refereeing, either nearly instantaneously or with a time delay, of the conduct of play or performance of players using the one or more dart playing amusement machines, and to transmit data to the one or more dart machines.

2. (Currently Amended) The system of claim 1 wherein ~~the means to capture multimedia information~~ each of the one or more dart machines further comprises:

~~at least one imaging device to capture an in-motion image of game or player performance;~~

~~a~~ at least one microphone and at least one speaker for audio communication, and

wherein the means for transmitting the multimedia information and the data further

comprises a processor to ~~manage, store and transmit~~process the multimedia information and the data captured.

3. (Currently Amended) The system according to claim 1, wherein each of the amusement-dart machines further comprise computer-assisted refereeing devices~~a means for providing a game boundary~~.

4. (Currently Amended) The system according to claim 3, wherein each of the dart machines~~said computer-assisted refereeing devices~~ further comprise:

~~a source of visible light to delimiting a particular player or game boundary;~~

~~— and wherein the at least one imaging device captures an image of the particular player or game boundary and an image recognition system to detects if the conditions related to the particular player or game boundary are satisfied based on the captured conduct of play information.~~

5. (Currently Amended) The system according to claim 1, wherein the at least one refereeing center comprises: one or more monitors to enable monitoring the state of development of the games being conducted on the one or more dart-amusement machines.

6. (Currently Amended) The system according to claim 1, wherein the one or more dart amusement machines further comprise a monitor to display the multimedia information and data and additional information from the one or more dart machines and/or the network, wherein the additional information ~~may comprises~~ direct or prerecorded images, text, or computer generated media.

7. (Currently Amended) The system according to claim ~~[[4]]~~3, wherein the ~~source of visible light~~means for providing a game boundary is a laser.

8. (Currently Amended) The system according to claim ~~1~~5, wherein the play components

~~comprise one or more darts and a dart board~~~~monitors have flat screens.~~

9. (Currently Amended) The system according to claim 6, wherein a screen of the monitor is positioned in an upper part of the ~~one or more dart-amusement~~ machines, protruding with respect to a front principal plane of the ~~one or more dart-amusement~~ machines with a certain gradient with respect to a vertical plane.

10. (Currently Amended) A remote monitoring or refereeing method for ~~amusement-dart~~ machines, to be used in a system comprising:

a plurality of ~~amusement-dart~~ machines communicating over a network ~~and, each of the plurality of dart machines~~ comprising: play components, means for capturing data on performance of the players at the machines and image capturing means;

means for transmitting the data captured from the dart machines to the communication network; and

one or more refereeing centers for evaluating the data transmitted over the network and to enable refereeing of play substantially instantaneously or with a time delay;

the method comprising:

capturing, if the player complies with certain conditions of play during the game play, a result of a portion of play and an image of the area of play and of the player;
transmitting the result and the image to the one or more refereeing centers to be evaluated by a referee;

enabling a decision by the referee as to whether the portion of play has been performed without infringing a rule of play;

transmitting the decision via the network to corresponding ~~amusement-dart~~ machines according to the competition refereed; and

displaying the decision on the corresponding ~~amusement-dart~~ machines according to the competition refereed.

11. (Original) The method, according to claim 10, wherein performance of players is refereed in real time.

12. (Original) The method according to claim 10, wherein the decision by a referee occurs in real time in a competition between two players who are in different locations.

13. (Original) The method according to claim 10, wherein the decision by a referee occurs with a time delay.

14. (Original) The method according to claim 10, wherein the decision by a referee is based on the result and the image transmitted to the one or more refereeing centers.

15. (Currently Amended) The method according to claim 9-10, wherein a player, may transmit a signal indicating an objection to a certain portion of play, either the player's own play or another player's play, to the one or more refereeing centers, and the player's are able to communicate using visual and verbal means, and wherein the referee makes a final ruling on objection to the certain portion of play.

16. (Original) The method according to claim 15, wherein the final ruling updates is transmitted to and displayed on the corresponding amusement machines.

17. (Original) The method according to claim 10, wherein the referee is a human operator assisted by electronic devices.

18. (New) The method according to claim 15, wherein the player transmits the signal in real-time.

19. (New) The method according to claim 15, wherein the player transmits the signal after the indicating an objection.

20. (New) A remote monitoring or refereeing system for one or more dart machines

comprising:

one or more dart machines, each of the one or more dart playing machines comprising:

darts and a dart board to capture data relating to the performance of players using the one

or more dart machines;

at least one camera to capture the conduct of play; and

means for transmitting captured conduct of play information and the data on the performance of players, and

at least one refereeing center to receive captured conduct of play information and the data on the performance of the players, and to enable refereeing, either nearly instantaneously or with a time delay, of the conduct of play or performance of players using the one or more dart machines.

21. (New) A remote monitoring or refereeing system for one or more dart machines

comprising:

means for receiving multimedia information relating to the conduct of play and performance of players associated with the one or more dart machines;

means for enabling refereeing of the conduct of play and the performance of players; and

means for transmitting a refereeing decision to the one or more dart machines.